

TWIN CITY ATARI INTEREST GROUP NEWSLETTER

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September 1982

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Secretary Mike Doleman	861-1893	Treasurer	Jim Dahlberg	423-1963

MEETING NOTES: AUGUST 29, 1982

ANNOUNCEMENTS: TWO NEW DISCOUNTING DEALERS ARE:

WIZARD'S WORK	AUDIO-VIDEO HOUSE
9438 36TH AV. N.	7373 147th ST. W.
545-2136	432-3749

COMPUTE'S SECOND BOOK ON ATARI is out.

The swap & game meet has been dissected. The game meet will be Sept. 26, beginning at 1:00 in the afternoon, while the swap meet will be the month after. Game meet info appears later in this newsletter.

The pay library has been discontinued. The librarian will contact any authors with material in the pay library to determine whether the author wants to donate his material to the free library, otherwise the current pay library programs will no longer be available.

For sale - 800 with disk+interface+software. Peter Lytle 825-3393.

Service Report - The OS and GTIA were installed by COMPUTER CASTLE in 1/2 hour. (it is advised to call and make an appointment.)

A question was asked regarding the repairability of power supplies. An un-named source indicated that in general, the are not repairable.

CHILDREN WILL PLAY by Phil Seifert

And boy will they play at our club game fair at the next meeting. I don't know about you, but I am going to practice very hard at the games (listed elsewhere in the newsletter) As a seperate tournament, we will have team combat Asteroids. I'll have you know that my partner is very good.

Some new programs out include SHAMUS, CURSE OF RA (expansion for TEMPLE OF APHSAI), MOONBASE IO, and LEGIONAIRE. SHAMUS is a program from SYNAPSE SOFTWARE. It reminds me of the arcade game called TUTENKAHM. You travel through different levels and obtain keys, extra lives, and points. The object of the game is to get down to the red level and destroy the SHADOW in his lair. You are given an endless supply of ion shivs to shoot, but you are vastly outnumbered. This is a very good game and I would recommend it to anyone who has \$30.00.

THE CURSE OF RA is a very difficult expansion to TEMPLE OF APHSAI. You are charged to retrieve the four magic treasures that would lift the curse. It was so difficult for me that all my characters were being killed off too quick. I ended up creating a GOD so I could explore it more. This is from AUTOMATED SIMULATIONS and sells for \$20.00.

Moonbase IO is an arcade style shoot-em-up. You get a cassette that gives you instructions as it is loading and action sounds. It is from PDI in disk or cassette form (disks get the sound tape also).

Legionaire is Chris Crawford's latest wargame. It has fine scrolling like his Eastern Front, but the game is played in real time. In other words, the computer doesn't wait for you to finish entering your moves. It will make its moves regardless of what you do. We did see a demo of it at the last meeting. You can buy the program from AVALON HILL.

I just heard that ZORK III will be out October 1st. I definitely plan on getting myself lost in that one too. It is released by a company called INFOCOM.

Another month has passed and still no sign of FROGGER from ON-LINE. If they don't come out with it real soon, I think they will lose a substantial share of the market to PREPPIE. I also read that ON-LINE is changing their name to SIERRA ON-LINE. Now I have to go and practice my PAC MAN. It is a little rusty and could use some work for the game fair.

TAIG HONOR ROLE

APPLE PANIC	47,630	MARK NELSON
ASTEROIDS	350,000	MARK NELSON
CAVERNS OF MARS	133,500	JOSH DOWNHAM
JAWBREAKER I	49,510	LIZ SMOLIAK
JAWBREAKER II	56,530	BRIAN MOORE
KRAZY SHOOT-OUT	35,740	PHIL SEIFERT
MISSILE COMMAND	199,755	TOM LARSON
PAC MAN (CHERRY)	147,650	JOSH DOWNHAM
PAC MAN (KEY)	228,490	DAVE SCHULTZ
SHOOTING ARCADE	43,520	PHIL SEIFERT
THRESHOLD	212,100	PHIL SEIFERT
STAR RAIDERS	STAR COMMANDER CLASS 1	VINT KNECHTGES, BRIAN MOORE

I will only be accepting PAC MAN game scores when they are started at the cherry level or the key level. All others in between will not be accepted.

FROM THE EDITOR

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This is going to be a somewhat abbreviated newsletter since I only received 5 items from TAIG members/officers. I will continue the old procedure of inserting articles from other newsletters, but I hope some more local talent will come out of the closet. I am willing to accept any type of article concerning the ATARI computer, computers in general, cartoons, dead apple jokes, rumors, questions, etc. To fit articles in the new format, I will require that articles be in machine readable (tape or disk) format. If you don't have a word processor, just type the article in BASIC using line numbers and REM statements and then list the 'program/file' to a cassette or diskette. Either give this to me at the club meeting or mail it to me at :

Todd Burkey
3546 Pilgrim Lane
Plymouth, MN 55441

I must receive articles by the 10th of the month to meet the printers' deadline of the 15th (this month I received all 5 articles on the 14th and the 15th; hence the delay.) Anyone interested in starting a monthly column on ASSEMBLY LANGUAGE TUTORIAL, FORTH, TINY C, ADVANCED GRAPHICS, HARDWARE, UTILITIES, RUMORS, or anything that strikes your fancy, please contact me. Even poems and such are welcome. I have reprinted some old hat material found in a lot of mainframe computers in my LARKS column.

COMPUTER LARKS by TRB

This column will be dedicated to everything that doesn't fit into other categories. To get it started, here are some samples.

THE LAST BUG

BUT YOU'RE OUT OF YOUR MIND,
THEY SAID WITH A SHRUG
THE CUSTOMER'S HAPPY -
WHAT'S ONE LITTLE BUG ?

BUT HE WAS DETERMINED.
THE OTHERS WENT HOME.
HE SPREAD OUT THE PROGRAM,
DESERTED, ALONE.

THE CLEANING MEN CAME,
THE WHOLE ROOM WAS CLUTTERED
WITH MEMORY-DUMPS, ROUGH NOTES,
I'M CLOSE, HE MUTTERED.

THE MUMBLING GOT LOUDER,
SIMPLE DEDUCTION,
I'VE GOT IT, IT'S RIGHT,
JUST CHANGE ONE INSTRUCTION.

IT STILL WASN'T PERFECT,
AS YEAR FOLLOWED YEAR,
AND STRANGERS WOULD COMMENT,
"IS THAT GUY STILL HERE?"

HE DIED AT THE CONSOLE,
OF HUNGER AND THIRST.
NEXT DAY HE WAS BURIED,
FACE DOWN, NINE-EDGE FIRST.

AND THE LAST BUG IN SIGHT,
AN ANT PASSING BY,
SALUTED HIS TOMBSTONE,
AND WHISPERED, NICE TRY.

BUGS

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I THINK THAT I SHALL NEVER SEE
A SUBROUTINE THAT WORKS FOR ME
A MACRO OR A ZERO TEST
THAT ISN'T JUST A RODENT'S NEST
A STRING THAT DOESN'T ALWAYS STRAY
AND MIX UP BIT'S IN WILD ARRAY
A PROCESS WITH RE-ENTRANT FLAIR
THAT ISN'T JUST A LOOPING SNAIR
ROUTINES WHOSE TIMINGS ARE NOT SLAIN
WHEN INTERRUPTS BEGIN TO RAIN
MAYBE GOD CAN MAKE A TREE
BUT BUGS ARE MADE BY GUYS LIKE ME!

ADDITIONAL ERROR MESSAGES

PROGRAM FOULED UP BEYOND ALL RECOGNITION
COMPUTER FOULED UP BEYOND ALL RECOGNITION
OPERATOR FOULED UP BEYOND ALL RECOGNITION
MULTIPLIER/QUOTIENT DIGITAL BRANCH ERROR
FRACTIONAL DIVISOR REGISTER ERROR
MEMORY ADDRESS ERROR. NO ZIP CODE
TILT ERROR

ADDITIONAL PROGRAM INSTRUCTIONS

DESCRIPTION	INST	MNEMONIC
USE INVERSE DIGITAL ARRAY	3587	INDIA
I/O CONVERSELY SYNCHRONIZED TO MATRIX	3572	IOCSM
ROTATE INPUT/OUTPUT DEVICE NUMBERS	3501	RIODN
TRANSFER AND HANG	3502	TRAHG
TRANSFER AND DROP BITS	3503	TADBT
IGNORE INTERRUPT AND HANG	3512	IIAHG
DIVIDE AND OVERFLOW	3513	DVAOF
DIVIDE AND CONQUER	3516	DVACQ
READ BINARY AND FORGET	3518	RBAFG
DROP BITS	3519	DRPB
DESTROY TAPE B C D	3522	DT
REWIND FORWARD	3532	REWFR
BREAK TAPE REVERSE	3533	BKTPR
PICK UP RANDOM BITS	3535	PRANB
ERASE PRINT WHEEL	3536	ERPTW
STRETCH TAPE BINARY	3537	STTPB
REVERSE DRUM OR DISK	3538	RVDOD
DIGIT AND BRANCH CONVERTER MODIFIER	3568	DABCM
WRAP MEMORY TRANSFER ERASE	3569	WMTAE
INITIATE FAKE-OUT ROUTINE	3571	IFKTR
CONVERT TO ROMAN NUMERALS	3511	CTRNS
BYPASS CORE	3525	BYCRE
DUMP DIM MAP OF WESTERN HEMISPHERE	3562	DDMPW
DUMP CORE TO CHAD BOX	3563	DDCTC
COVER UP MACHINE ERRORS	3524	CVUME
INTERLOCK CORE	3567	ITLKC
ADDRESS TO MEMORY. ZIP CODE 85281	3572	ZIPCD
SHIFT MANUAL TO AUTOMATIC AND CHECK STOP	3564	SMTAS
DELETE CORE	3561	DLTCR
REWIND TAPE ON DISK	3560	RWTT
GENERATE PARITY ERROR	3521	GP
DROP INTO CHECK	3523	DITCK
PUNCH DISK BINARY	3504	PDKBN
EJECT CHAD BOX	3526	EJCAB
SHUFFLE PROGRAM DECK	3517	SPRDK
EJECT DISK	3520	EJDSK
SELECT OUTPUT STACKER AND JAM	3507	SOSAJ
REWIND ON-LINE PRINTER	3514	ROLPR
REWIND CARD READER	3509	RCDRD
JAM PUNCH	3515	JMPNC
READ CHAD BOX	3508	RDCBX
SCATTER MEMORY	3510	SCMRY
ERASE CARDS	3539	ERCDS
BLOW MAIN FUSE	3527	BLMNF
CONFUSE MEMORY	3528	CNFMM
CONFUSE OPERATOR	3529	CNFOP
BURN OUT PILOT LIGHTS	3530	BOPLT
DESTROY MEMORY	3531	DSTME
SCATTER DATA	3534	SCDTA
ERASE PROTECTED MEMORY AREAS	3506	EPMAS
BYPASS ERROR CHECK	3569	BP
EMERGENCY STOP. RESIST ALL EFFORTS TO RESTART	3570	ESTOP
TRANSFER MONITOR TO DISK	3578	TMCDK
JAM KEYPUNCHES	3735	JMKYP
TRANSFER CONTROL TO DISK	3572	TCTDK
TRANSFER CONTROL TO PILOT LIGHTS	3774	TCTPL
TRANSFER CONTROL TO OVERHEAD LIGHTS	3575	TCTOL
TRANSFER CONTROL TO WALL SOCKET	3576	TCTWS
TRANSFER CONTROL TO PERDITION	3577	DAMIT
DROP BACK 15 YARDS AND PUNT	3556	DPUNT

GAME FAIR
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The First Annual TAIG Game Fair will be held at 1:00 PM before the September meeting at the Minnesota Federal S&L in Hopkins.

An entry fee of \$2.00 will be charged to cover the cost of awards, however, no entry fee will be charged of those who bring an ATARI computer and color TV. If you intend to bring your machine please call Brad Winterle at 739-5746 or Steve Crowley at the number listed in this newsletter. All contestants must be TAIG members and must bring their own joysticks.

The following games will be played:

- Missile Command (no bonus cities)
- Pac Man (level 4)
- Krazy Shootout
- Star Raiders (no shields, Commander level)
- Team Asteroids (combat)

Each game will be played twice and only your high score will count. An algorithm will be developed for determining the Star Raiders score. All scores will be standardized based on the highest score (i.e. all scores will be expressed as a percentage of the highest.)

Team Asteroids is optional and will not count toward the over all championship. When you register to play please specify if you wish to play Team Asteroids and give the name of your partner.

Trophies will be awarded for the following:

- first place OVERALL
- second place OVERALL
- first place Missile Command
- first place Pac Man
- first place Krazy Shootout
- first place Star Raiders
- first place Team Asteroids

The Swap Meet has been postponed and is now scheduled for October. Look for more details in the next newsletter.

FORTH Follies
by
R.D. Jenson

FORTH the language, operating system, compiler and interpreter everyone's heard so much about. Is it all these things? The answer is yes, but...

As a language it's obvious. FORTH does provide all the necessary routines to access the DISKS, printers and other system peripherals. Which is the principal behind an Operating System. FORTH isn't really a compiler, but there are FORTH routines to 'METACOMPIL' your FORTH words. METACOMPILING will be covered in depth in a later newsletter. Basically, this type of compiling reduces the code size of your FORTH program and allows ROMMABLE code. FORTH's interpreter allows you to enter new words (read programs) in a direct mode like ATARI BASIC. These new words become part of the 'DICTIONARY' (the place where FORTH keeps all of it's known commands). This allows you the expandability that is characteristic of FORTH. In FORTH any word you define can be used as if it were an original part of the language. For example, if you need to figure the cube of a number all you would do in FORTH is define a word.

```
: CUBE DUP DUP * * ;
```

This code would take the number before the word CUBE and DUPLICATE it twice, leaving three copies on the stack, then multiply them together leaving the resultant cube on the stack. After you have defined this word, you could use it in any later words you define just as if it came with FORTH. More on FORTH in later newsletters.

For those who would like to know more sooner, I recommend the books 'STARTING FORTH' by Brodie and 'USING FORTH' by FORTH Inc.

Versions of FORTH for the ATARI include:

Val-Forth by Val-par international (the best but expensive)
QSFORTH by Quality Software
FigFORTH 1.1 by Mullarky (available from APX)
FORTH 1.5 (Public Domain release available from club library)

This program generates labels from the disk directory using an EPSON printer. -ed

```
50 REM DISK MENU LABEL GENERATOR  
75 REM by Shaun C. Lindblad  
100 CLR :? CHR$(125):TRAP 1000:OPEN #2  
      ,8,0,"P":LPRINT :TRAP 2000  
110 DIM DIR$(40),FILES(20),DUS$(6),CHA  
      R$(1)  
120 GOSUB 400:CLOSE #1:TRAP 40000  
130 CHAR$="":GOSUB 500:GOSUB 600:GOSU  
      B 700  
140 OPEN #1,6,0,"D:*.":N=5
```

